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**Universiti Teknologi MARA**

**COURSEWARE: ENGLISH  
COMPREHENSION FOR YEAR 1 KBSR  
USING 3D APPROACH**

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Thesis submitted in fulfillment of the requirements for  
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## **DECLARATION**

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline

APRIL 20, 2005

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## **ABSTRACT**

The English Comprehension for Year 1 KBSR prototype courseware is developed through the combination of visualization 3D and interactive 3D element where it uses three-dimensional character animation and objects. The reason of developing this courseware is to bring a new dimension of approach in teaching and learning English Comprehension for Year 1. This report discusses the implementation and the findings of English Comprehension for Year 1 using 3D as a new approach in interactive multimedia. Systematic methods based on multimedia framework have been chosen to implement multimedia 3D relating to this system. In addition, a powerful computer system together with the appropriate 3D authoring tools is identified in order to fulfill this system prototype requirement.

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